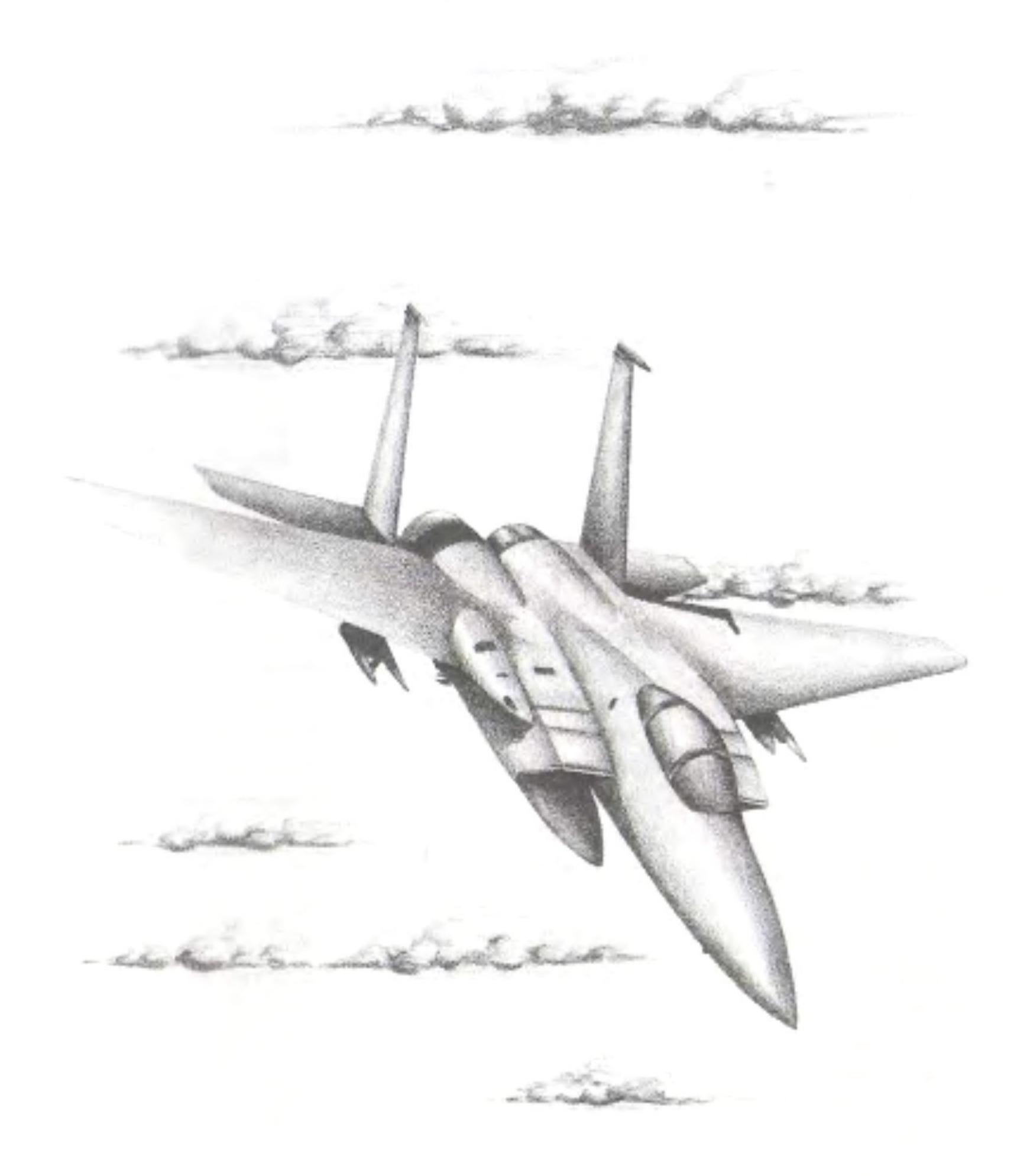


F-15 STRIKE EAGLE II TECHNICAL SUPPLEMENT

For IBM® PC, XT, AT, PS/2, Tandy 1000 and compatible computers





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Package Contents.

Your F-15 Strike Eagle II should contain a manual, this technical supplement folder, two 5 1/4" disks or one 3 1/2" disk, a Keyboard Reference Card, maps of Libya, the Persian Gulf, Vietnam, and the Middle East, a registration card and backup disks order card.

Required Equipment.

This game requires an IBM PC, XT, AT, PS/2, Tandy 1000, Compaq 386, or a computer 100% compatible with one of those models. The machine must have at least 384K of RAM.

Controls: The game can be run entirely from the keyboard or with a joystick and keyboard. A joystick greatly improves the "feel" and realism and is strongly suggested.

Display: The simulation requires a color monitor with an IBM CGA, EGA, MCGA, VGA, or Tandy 1000 graphics system. EGA systems must have 256K on the graphics card (standard on all but the earliest releases). The game will run on a system with a monochrome monitor *if* you have a Hercules Monochrome Graphics card. If you're using a compatible graphics card/monitor, it must be 100% hardware compatible with one of the above.

DOS: You must have IBM DOS, MS DOS, or Tandy DOS, version 2.1 or higher. A version between 2.1 and 3.31 inclusive is recommended. Higher DOS versions may require more than 384K of RAM.

Installation Concepts.

F-15 Strike Eagle II is copy-protected using a "key disk" technique. This means you can copy the game to floppy disks or a hard disk with no problem, but the original disks have "invisible" markings that cannot be copied or removed from the disks. Each time you start the program you are asked to insert an original disk into your floppy drive. Therefore keep the original disks handy.

MicroProse regrets that continuing casual and organized software piracy requires that we protect this program.

Running from Floppy Disks

INSTALLATION ONTO FLOPPY DISKS

This game is designed to run using copies of the original disks. Although you can run the game using the originals, your "Pilot Roster" can't be saved.

What you need: To make the copies you'll need either two 5 1/4" 360K, one 3 1/2" 720K, one 5 1/4" 1.2MB, or one 3 1/2" 1.44MB disk(s). You should format the disk(s) first, to insure that each is "clean." For instructions on how to format a disk, see the description of the "FORMAT" command in your DOS manual.

Copying the Program: After formatting disk(s), use the DOS "COPY" command to copy the disks (use *.* as the file designators). For details, consult "COPY" in your DOS manual. You can copy all game files onto a single high density floppy (1.2 MB 5 1/4" or 1.44 MB 3 1/2").

Warning: Do not use the "DISKCOPY" command to copy disks. You must use the "COPY" command.

LOADING FROM FLOPPY DISKS

Boot your machine with DOS (version 2.1 or higher is required, version 2.1 to 3.31 is recommended).

 Insert Disks: When the "A:>" prompt appears, remove the DOS disk and insert the F-15 "A" disk. If you have two floppy drives, put the "B" disk in the second drive.

- Set Speed: If you have a "turbo" or multi-speed computer, set the speed to the highest possible setting. Use a lower setting only if the program failed to load at a higher speed.
 - 3. Load Program: Type "F15" and press RETURN. The game will begin loading.

Running from a Hard Disk _

INSTALLATION ONTO A HARD DISK

You can copy the original (distribution) disks onto a hard disk as standard DOS files, which can be copied, erased, and optimized as desired. Alternatively, you can use the INSTALL program on disk B to speed up the process, as follows:

If installing from 5 1/4" disks, insert disk B into drive A: and type "A:INSTALL 5" then press RETURN (be sure to put a space between "INSTALL" and "5").

If installing from 3 1/2" disks, insert disk B into drive A: and type "A:INSTALL 3" then press RETURN (be sure to put a space between "INSTALL" and "3").

Warning: The INSTALL program assumes you install from floppy drive A: onto hard disk C:. If your hardware configuration is different, do not use INSTALL. Instead, copy all the files from the floppy to the hard disk, using the DOS "COPY" command. All F-15 files must be in the same directory or subdirectory.

LOADING FROM A HARD DISK

After you've installed F-15 onto your hard drive, and assuming your machine runs under DOS when it boots (which is true of 99%+ of all IBMs and compatibles):

- 1. Turn on your machine. If it is already on, exit all programs and return to DOS.
- 2. Move to the Correct Directory: Make sure the directory letter matches the disk where you have F-15. If this is the C: drive, type "C:" and press RETURN. Then type "CD C:\" and press RETURN. This insures that you're in the "root" directory.
- Set Speed: If you have a "turbo" or multi-speed computer, set the speed to the highest possible setting. Use a lower setting only if the program fails to load at a higher speed.
- 4. Load Program: Type "F15" and press RETURN. The game will begin loading.
 TECHNICAL NOTES

The INSTALL program creates a subdirectory on your hard disk titled "F15", then copies all files into it. It then copies a runtime batch file "F15LOADR" into your root directory as "F15.BAT". If you're an experienced IBM user, feel free to modify or move this F15.BAT in the root directory.

Removing Installation: To remove *F-15* from the hard disk, simply erase the files within the F15 subdirectory and the F15.BAT file in the root directory. Of course, this also erases your "Pilot Roster."

Special Options

FLYING IN F-19 STEALTH FIGHTER WORLDS

If you own MicroProse's F-19 Stealth Fighter you have the option of flying around in two of the theaters in that game: The North Cape and Central Europe. To do this, you must either make a scenario disk (if you are running the game from floppy disks) or copy files from your F-19 disks onto your hard disk. Then, when you encounter the "Theater" screen at the beginning of a mission, select "Other Areas" from the menu and follow the on-screen instructions (if you are running the game from floppy disks, you must insert your scenario disk before selecting "Other Areas").

Making a 5 1/4" Scenario Disk: If you do not have a hard disk and are running F-15 from 5 1/4" floppies, you should make a scenario disk as follows.

Format a 5	1/4"	floppy	disk	and	copy	the	following file	S:
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From F-19, disk A:	From F-19, disk B:	From F-19, disk C:
NC.WLD	CE.3D3	CEUROPE.SPR
CE.WLD	CE.3DT	NCAPE.SPR
	CE.3DG	
	NC.3D3	
	NC.3DT	
	NC.3DG	

Making a 3 1/2" Scenario Disk: If you do not have a hard disk and are running F-15 from a 3 1/2" floppy, make a scenario disk by formatting a 3 1/2" floppy disk and copying NC.WLD and CE.WLD from your F-19 disk A, and the rest of the above files from F-19, disk B.

Copying Scenario Files to Your Hard Disk: If you have a hard drive, copy all the above files into your F-15 subdirectory instead of onto floppies.

Whether making a scenario diskette or copying files onto your hard drive, use the standard DOS "COPY" command. If you need assistance, refer to your DOS manual for instructions on copying files.

SPEED

When the simulation loads into your computer, the program computes the processing speed of your machine and sets itself accordingly.

GRAPHIC DETAIL

F-15 has four levels of graphic detail (D0 to D3), which control the amount of detail seen on the ground. Increasing detail requires greater computer speed. Regardless of your computer model, you can select any level of detail.

F-15 normally starts at highest detail (D3). This is ideal for sight-seeing regardless of your computer. However, for improved flight control and combat flying on slower machines, you may wish to reduce the level of detail. Use the Detail Adjust Key (Alt/D) to change detail level.

Our experience suggests the following detail levels for combat flying:

- D0: Modest detail suitable for PC, XT, and other 8088 machines.
- D1: Good detail suitable for normal AT machines.
- D2: Maximum detail for fast ATs and 386s.
- D3: Only available on machines with 256 color graphics capability (MCGA or VGA). Exceptional detail sultable for very fast ATs.

DIRECTOR MODE

Director mode (invoked by tapping the D key) has two levels, Director 1 and Director 2. Director 2 works as described in the manual, showing you all kinds of things that happen in the theater. Director 1, however, shows actions that you initiate only.

Tapping the D key will cycle through the three settings, Director 1, Director 2, and Director off.

SOUNDS

Music and sound effects are created using sound "driver" files. When the program loads, you will be asked to indicate what type of sound configuration you have. Additional sound boards and drivers may be supported in the future. Take a look at the READ.ME file (using the DOS command "TYPE READ.ME") for information on any new hardware support.

AUTOMATED LOADING

When the program loads, it asks a variety of questions about your computer system. You can automate this process by adding additional characters after the "F15" loading command. Separate "F15" and each of these commands with a space. You may use as many or as few commands as you prefer.

/J	if you use a joystick
/NJ	if you use a keyboard without a joystick
/GE	if you use EGA 16-color graphics
/GM	if you use MGCA or VGA 256-color graphics
/GC	if you use CGA 4-color graphics
/GT	if you use Tandy 1000 16-color graphics
/GH	if you use Hercules monochrome graphics
/D3	to invoke detail level 3
/D2	to invoke detail level 2
/D1	to invoke detail level 1
/D0	to invoke detail level 0
/AA	invokes the Ad Lib sound driver
/AT	invokes the Tandy sound driver
/A?	replace the ? with the code of the sound driver you wa

Examples: If you use a standard PC or XT with CGA graphics and no joystick, you would load the game with "F15/NJ/GC/D0". If you have an AT with joystick, EGA graphics, and want the default setting for detail, you would load the game with "F15/J/GE".

LOADING PROBLEMS?

One of your disks has an ASCII file named "READ.ME" which contains the latest notes regarding the program and how to solve problems with various "compatibles." You can use the DOS command "TYPE READ.ME" to read this file.

If the program does not load or run correctly, turn off your entire machine and restart it with a DOS disk (version 2.1 to 3.31 preferable) in your floppy drive A:. This should insure that DOS and F-15 are the only programs in memory.

If you continue having trouble, try the original F-15 disks. If the originals don't work either, try them in another machine. If they run correctly in another machine, then your machine has compatibility problems (i.e., some aspect is not entirely IBM compatible). Try a different keyboard, joystick, graphics, or detail setting. This helps narrow down your compatibility problem. Many computer BIOS ROMs and graphics card ROMs are replaceable. A newer version of either, available from the manufacturer, could solve your problem.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In that case, contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9am-5pm Eastern time. Please have a pencil and paper handy when you call.

F-15 STRIKE EAGLE II CONTROL STICK EQUIVALENTS

	or arrow keys	oystick	Controller
	or Return key	either joystick button	
			Control Stick
or keypad '8'	up-arrow	stick forward	
or keypad '6'	right-arrow	stick right	
or keypad '4'	left-arrow	stick left	
or keypad '2'	down-arrow	stick back	
or keypad '9'	PgUp key	stick forward & right	
or keypad '7'	Home key	stick forward & left	
or keypad '3'	PgDn key	stick back & right	Up & right
or keypad '1'	End key	stick back & left	Up & left
	Alt/K		Keyboard sensitivity
press of 'Alt/K' key	fast double-pre	ent	Maximum stick movem
			Flight Controls
		+	Increase Throttle
			Decrease Throttle
		Shift/+	Maximum Power
		Shift/—	No Power
		A	After Burner
		Esc	Eject
		L L	
		В	Brakes on/off
		P	Pilot, Automatic
		es	Weapons and Defens
		S	Short-range Missile
		M	Medium-range Missile
		G	Ground Attack Missile
		F	Flare Release
		C	Chaff Release
	outton 2	Return or Joystick b	Fire Missile
	k button 1	Backspace or Joystic	Fire Cannon
			Avionics
		W	Waypoint Select
		R	Radar Range
		Z	Zoom Map
		X	Expand Map
			Views
		Space	Return to Cockpit
		F1	Look Front
		F2	Look Left
		F3	Look Right
		F4	Look Rear
		F5	Slot View
		F6	Chase Plane
		F7	Side View
		Return or Joystick & Backspace or Joystic W R Z X Space F1 F2 F3 F4 F5	After Burner Eject Landing Gear up/down Brakes on/off Pilot, Automatic Weapons and Defens Short-range Missile Medium-range Missile Ground Attack Missile Flare Release Chaff Release Fire Missile Fire Cannon Avionics Waypoint Select Radar Range Zoom Map Expand Map Views Return to Cockpit Look Front Look Left Look Right Look Rear Slot View Chase Plane

Missile View	F8
Tactical View	F9
Reverse Tactical View	F10
Director mode	D
Loubton Considerate	

Simulation Controls.

Accelerated Time fast/slow	Alt/A
Boss, Hide Game	Alt/B
Detail Adjust	Alt/D
Keyboard sensitivity	Alt/K
Pause	Alt/P
Quit	Alt/Q
Re-supply	Alt/R
Joystick Re-center	Alt/J
Training	Alt/T
Volume Adjust	Alt/V

Slew Keys

Move Up	Alt/S
Move Left	Alt/Z
Move Down	Alt/X
Move Right	Alt/C

Notes on Simulation Controls.

Change Mission to Training (Alt/T): Tapping this key converts your current mission into a training mission. This means that henceforth enemy weapons do no damage. Tapping Alt/T again exits training.

Once a mission is converted to training you cannot score any points for it, even if you toggle training off again. However, the slew controls and re-supply key only function while in training.

Re-center Joystick (Alt/J): If using a joystick and your plane seems to turn, dive, or climb while the stick is centered, tap this key combination (Alt/J), then "stir" the joystick by rotating it through the four corner positions.

Keyboard Sensitivity (Alt/K): This regulates the amount of control stick movement a keypress causes. We recommend you use this key frequently while flying, and always set the sensitivity to "1" on your final approach to landing.

Detail Adjust (Alt/D): The level of detail affects the game's speed. See "Graphic Detail" on p.4 in this folder for more information.

Slew (Alt/S,Z,X,C): These keys function only in training. Tapping a key "teleports" your aircraft in that direction. The distance you're "teleported" varies with the current Zoom/UnZoom scale of the satellite map (left-side cockpit CRT). Slew is an excellent way to check out the region while training.

DISPLAY COLORS

-COLOR	16-COLOR	INFORMATION
(CGA)	(EGA, VGA, MCGA)	DISPLAY

HUD Targeting Colors

lack rectangle Vhite rectangle	Black rectangle White rectangle
Vhite oval	White oval
lack oval	Red oval

Small white box Yellow-boxed red dot Small white box Green-boxed red dot Out of that weapon Weapon out of range Weapon locked on target Weapon locked on target at optimal range Enemy missile

Landing Gear Light

Je e	Red
ashing white	Flashing green
hite	Green

Landing gear up Gear down, but too fast Landing gear down

Friendly missile

Missile Warning Lights

right color	Yellow flashing
right color	Red flashing
ack	Black
ack	Black

Radar missile incoming IR missile incoming No threat No threat

Satellite Map (Left CRT)

White arrowhead
Black cross
Black arrowhead
Blinking white square
Dotted line
Solid line

Black rectangle

Orange cross
Purple arrowhead
Yellow square
Dotted line
Solid line
Green rectangle

Gray squares

White arrowhead

Your aircraft
Mission objective on ground
Ground radar
Enemy missile
Pulse radar
Doppler radar
Runways

16 km grid

Tactical Display (Center CRT)

Red squares
Red/blue radar di
Blue/white boat
White rectangle
Red crossed circle
White airplane
Large white cross
White dots
Light blue burst
Light blue plane
White plane
Red plane
White line
Red line
Blue line
Blue-boxed objec

Green radar dish
Blue boat
Gray rectangle
Red crossed circle
Gray airplane
Large orange cross
White dots
Red & yellow burst
Yellow plane
Light red plane
Dark red plane
Yellow line
Orange line
Red line
Gray-boxed object

Ground Radar
Warship Radar
Airfield
Other ground targets
Your F-15
Main Target
Chaff
Flare
Plane at higher altitude
Plane at similar altitude
Plane at lower altitude
Radar-guided missile
Doppler Radar missile
IR-Homing missile

Current target